



SHRIEKING TERROR

This creature looks like a nightmarish flying starfish.

Five necks radiate out from a central core capped with wings.

At the end of each neck is a hideously distorted human-like head with scaly skin. The eyes in these heads burn with a menacing green flame.

Crafted Horrors. Nobody knows who bred the first shrieking terror, but it is known that they came to be due to a magical experiment that combined the traits of a vargouille with those of a hydra. The result was the shrieking terror. Created for war and destruction, these creatures are commonly used as the first wave of attack by those who command them in the plane of Carceri.

Vargouille Spawn. Some vargouilles see the shrieking terror as an abomination, and they will swarm to destroy them if given the chance. Others see the shrieking terror as a creature to be revered, almost to the point of worship. This division over the nature of the shrieking terror has been the cause of many bouts of infighting among vargouille.

Shrieking Terror

Medium aberration, neutral evil

Armour Class - 16 (natural armor)

Hit Points - 104 (16d8 + 32)

Speed - 5 ft., fly 40 ft. (hover)

STR 14 (+2)

DEX 18 (+4)

CON 15 (+2)

INT 5 (-3)

WIS 12 (+1)

CHA 8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Traits

Multiple Heads.

The shrieking terror has five heads. While it has more than one head, the shrieking terror has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the shrieking terror takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the shrieking terror dies

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The shrieking terror regains 10 hit points for each head regrown in this way

Reactive Heads.

For each head the shrieking terror has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack.

The shrieking terror makes a number of bite or kiss attacks in any combination equal to its number of heads.

Bite.

Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.

Hit: 8 (1d8 + 4) piercing damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Creature's immune to the poisoned condition do not have their hit point maximum reduced even if they fail the saving throw.

Kiss.

Melee Attack: +11 to hit, reach 5 ft., one paralyzed creature.

Hit: 2 (1d4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or be cursed by the shrieking terror and forced to undergo a horrible transformation that turns the creature into a vargouille. Over a period of 1d6 hours, all of the victim's hair falls out. Within the next 1d6 hours, their ears grow into leathery wings, tentacles sprout from their chin and scalp, and their teeth become long and pointed fangs. 1d6 hours later the target's Intelligence and Charisma scores are reduced by half, to a minimum of 3. After one final period of 1d6 hours, the victim dies as their head separates from their body and becomes a vargouille. This transformation is interrupted by sunlight. Any time spent in direct sunlight does not count towards the time of the transformation's current phase. In order to reverse the transformation, the target must be cured with a lesser restoration spell or a similar magical effect.

Shriek.

The shrieking terror opens its distended mouths and lets out a terrible sound. All creatures within 60 feet that can hear, except other shrieking terrors and vargouilles, must succeed on a DC 16 Wisdom saving throw or be frightened of the shrieking terror for 2d4 rounds.

Creatures frightened in this way are also paralyzed. The creature may attempt another saving throw at the end of each of its turns. A creature that succeeds on its saving throw cannot be affected again by the same shrieking terror's shriek for 24 hours.

